

Blin

Deadop kill. What's the doing's method.

'deadop': The entity that controls the body when the self is dead.

'the self': the witnessing of one's own actions as they occur.

'doing': what's the doing item?

'method': how will it be done?

Understand the difference between deadop and the self

dead is called deadop. The self creates an activity before doing it. When it makes the activity, it has access to all the information in long-term memory to make the activity optimal at achieving that which is good. Without making an activity before doing, nothing can be done, which results in the body being controlled by an automated operator. This is called deadop. Deadop having no constructed activities to work with can only do that which it already knows of to achieve that which is good. What it already knows of has a much lower likelihood of minimising suffering and maximising enjoyment as effectively as an activity constructed with access to the information in long-term memory. Without the information in long-term memory, deadop cannot account for potential threats or potential benefits that are not present in awareness but are present in long-term memory. It may be known that something must be done, but the information in active awareness is constantly decaying, so whilst it must have entered awareness at least once to enter long-term memory, its presence in awareness quickly ends. This important activity that has left awareness cannot be done unless it is brought into awareness. Without the intention to do so, it will not happen, and actions will be done without accounting for the important activity. There is lots of suffering and loss of enjoyment that comes from not doing that which needed to have been done, and that which needs to be done is known to the person who does not do it, but only accessible when the person ends deadop and puts that important activity into their awareness.

Add knowledge of the need for a method

The contents of awareness are in a constant state of decay. The only information that can be used when operating, is that which is in awareness. When you create this information, it is made with all the information present in long-term memory to optimise the quality of it. These pieces of information are items of doing. You create the best items of doing to achieve that which is good. The quality of strategy you use to achieve good things is determined by how much relevant information you have in long-term memory. With more information, you can be aware of better methods to achieve that which is good. The strategies you make based on the information you know are your items of doing. When you do not intend to make any, none will come, so the item of doing that you will need is

called 'creating items of doing'. This item of doing is only available to the self for activation, so if you are not the self, you must do nothing.

If you are not the self, you cause unnecessary suffering and loss of enjoyment. If you care to prevent that, do nothing. This will allow the self to do what it needs to do.

Make sure you don't forget this information by repeatedly summoning it into your mind. The information will become harder to forget as you continue repeating.

I will now further illustrate the unnecessary suffering and loss of enjoyment caused the self's absence. The operation done when the self is dead will be called deadop:

-Deadop's decisions serve that which is good but without any information. This results in it doing anything it comes across that seems good, despite how bad it the self could've know it is based off the information in long-term memory that proves it to be a bad thing to do. Since deadop does not use the information in long-term memory when making decisions, what it thinks is good based off all the information it happened to accumulate in its awareness aDeadop cannot avoid bad things that the self could have, or seek after good things that the self could have. All that deadop can do is whatever you happen to come across. The self does that which strategically optimal based off all the information in long-term memory.

- When deadop is trying to do something, and becomes aware of something that is preventing its doing, it gets angry. This is where it resorts to the achieving of anything that is within its power to be achieved, which is often destructive. When things get in the way of what the self is doing, it keeps doing, unless it determines that the inhibiting factors have made the task impractical. Then it will choose a different task

-Deadop enters state of despair whenever it is threatened with the loss to the things that enable its current way of living. This is where deadop becomes unwilling to face the change that is coming, and instead begs for its life to end. The self just does things towards its goal. Severe loss to the way of life that it is familiar is not a problem because it does not rely on habit to handle tasks. It instead tailor makes every decision to optimally serve its goal, no matter how challenging the circumstance is.

-When an important activity is threatening to stop something that is pleasuring deadop, it enters a state of discontent. This is a significantly uncomfortable feeling that comes from being in opposition with that which you value being done. This would result in deadop only doing enough of the important activity to enable its return to the pleasuring, rather than giving the activity full care.